[The 3rd Birthday™]
MATURE 17+
M
CONTENT RATED BY ESRB
SQUARE ENIX

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

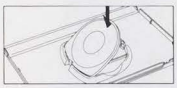
Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recording surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

[The 3rd Birthday™]

Contents

04... Story
06... Characters
08... Controls
10... Getting Started
12... Game Flow
14... Missions
16... Battle: Basics
18... Battle: Weapons
20... Battle: Special
22... START Menu
24... Briefing
26... Over Energy Settings
28... Weapons Locker
30... Tips
35... Warranty

GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT The 3rd Birthday disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button on the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD while it is playing.

STORY

1997 – The Manhattan Blockade Incident

The emergence of the mitochondrial creature Eve triggered peculiar incidents everywhere. As a police officer, Aya was involved in the case, and her encounter with Eve awakened something inside of her.

2000 – The NMC Incident

Artificial beings known as Neo-Mitochondrial Creatures appeared and wreaked havoc. Although terrified that what was inside of her was taking over, Aya became a hunter to protect humans from these creatures.

These incidents, caused by a genetic rebellion, were dealt with. And all was quiet.

In the far future...

Unknown creatures suddenly appear on the planet and begin multiplying rapidly. They feed on humans, and once their food supply is gone, they travel to the past for more. Now they are here—in the present. No one knows what they are and how they came to be. These powerful creatures are dubbed the "Twisted" because of their irregular, spiral shape. In response, the government creates a Counter Twisted Investigation team—the CTI. They declare a state of emergency and play their final card.

<The Overdive Investigation>

The CTI maintains a special investigative tool—a system that allows one to change the past in order to better the present. The only candidate compatible with this system is Aya, now a CTI special agent. Though she has lost all recollection of her past and is tortured by nightmares, she takes the investigation head-on in an effort to find out the truth of who she really is.

[The 3rd Birthday]

Aya Brea

CTI Special Agent
Overdive Investigation Unit

The only compatible candidate with the Overdive system, she uses this skill to take on dangerous missions—in the hopes of finding her past.

CTI

Counter Twisted Investigation Team

Hyde Bohr

Chief of the CTI Overdive Investigation Unit

A compassionate man who leads his team with precision. As the backbone of the unit, he knows his job and he does it well.

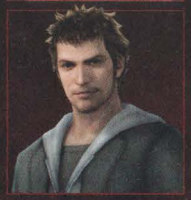
Thelonious Cray

CTI Agent
Former Delta Force Soldier

A former Special Ops soldier with expertise in combat. He's also responsible for Aya's combat training.

Eve Brea

Although she and Aya lost their blood relation due to the NMC Incident of 2000, they lived together like family. She is currently missing.



Kyle Madigan

He lived with Aya and Eve as a bodyguard and guardian since the NMC Incident of 2000. He is currently missing.

Blank

CTI Scientist
Lead of Technological Division

The main technical officer of the Overdive investigation. He goes by a pseudonym, and no one knows anything about him—not even his real name.

Gabrielle Monsigny

CTI Agent
Former SWAT Sniper

A sniper who backs up Aya in her missions and participates mainly in fieldwork.

Hunter "Boss" Owen

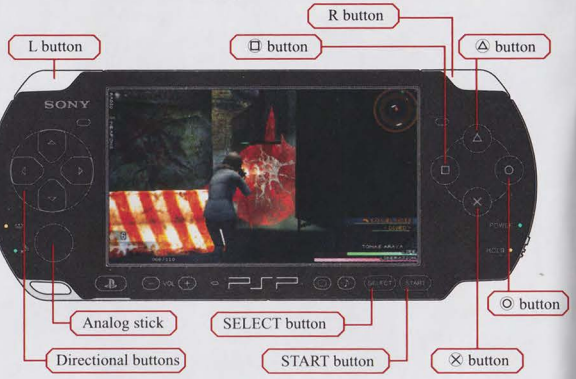
Head of the CTI

As his nickname states, he is the boss of the CTI. Once deputy director of the FBI, after the appearance of the Twisted, he was assigned to lead the CTI.

Kunihiko Maeda

A genius of a scientist who lent his services in the Manhattan Blockade Incident of 1997. He flies to the States after hearing of the emergence of the Twisted.

PSP® (PlayStation®Portable) System



Menu Controls

The controls are universal for all menus.

Directional buttons	Select
✕ button	Confirm
○ button	Cancel

Cutscene Controls

Cutscenes can be skipped using the ✕ button.

> ⚠ *After fulfilling certain conditions, past cutscenes can be viewed in case files during a briefing in the Overdive room (p. 24).*

Briefing Controls

The CTI building can be roamed freely during a briefing (p.24).

Analog stick	Move character
✕ button	(in specific locations) Main menu / Open case files / Examine
✕ button	(in front of doors) Enter room
START button	START menu

Mission Controls

Mission controls can be changed by selecting Control Type from the Controls area of the Config menu. The default settings of Shooter Type are explained here.

Analog stick	Move character
R button	Shoot weapon
○ button	Throw hand grenade
L button	Hold down to lock onto target
L button + left or right button	(while locked on) Hold down the L button and press the left or right button to change targets
△ button	Overdive
L button + △ button	(when the triangular icon appears) Hold down the L button and press the △ button to use Overdive Kill
○ button + △ button	(when Liberation gauge is full) Liberation
✕ button	Evade enemy attacks
✕ button	(when ✕ appears) Action
□ button	Tap to reload weapon
□ button	Hold down the □ button and press a directional button to change weapons.
Directional buttons	Rotate camera
L button	Reset camera
START button	START menu

Title Screen

At the title screen, you will be given three choices (described below). To start a new game, choose New Game. To resume a saved game, choose Load Game.

New Game

Choose this option to start the game from the beginning. You will be asked to select a difficulty level.

EASY	For beginners
NORMAL	For confident players
HARD	For advanced players

⚠ *This setting cannot be changed once the game begins.*

⚠ *Fulfilling certain conditions will unlock more difficulty levels.*

Load Game

Choose this to resume a previously saved game. Select the save data you would like to continue playing.

Extra

Choose this to install data and to confirm/change settings.

Extra

Data Install

Choose this to install a portion of the game data to your Memory Stick, which speeds up load times. Once the data is installed, the Use Install Data setting will be switched on automatically. Install Data may also be switched on and off manually by selecting Use Install Data from the Config menu.

Config

Use this menu to confirm/change game settings.

• CONTROLS

Camera Rotation: Vertical	Select Normal or Reversed vertical camera rotation
Camera Rotation: Horizontal	Select Normal or Reversed horizontal camera rotation
Control Type	Select control scheme

• CAMERA VIEW

View Type	Select basic in-game view

• SOUND

BMG	Adjust BGM volume
SFX & VOICE	Adjust volume of sound effects and voices

• INSTALL DATA

Use Install Data	Choose whether to use install data

• CAPTIONS

Caption Display	Turn captions On/Off

Game Flow

Control Aya, the protagonist, and unravel her story through cutscenes, briefings, and missions.

Cutscenes

Most of the story unfolds through cutscenes in the game. Use the ⊗ button to skip cutscenes.

Missions (p. 14)

Complete missions by controlling Aya as she Overdives into battlefields. Follow the instructions given by the CTI to proceed.

Briefing (p. 24)

Prepare for the next mission, view documents, or acquire/ customize weapons.

Saving Your Progress

Saving your progress during gameplay allows you to continue the game from that point at a later date.

> ⚠ *To save, you will need a Memory Stick with at least 384 KB of free space.*

Saving During a Mission

At a safe zone, press the ⊗ button in front of the laptop to open the menu (p. 17). Select Save Data to save the game. Progress can also be saved after a mission has been completed (p. 15).

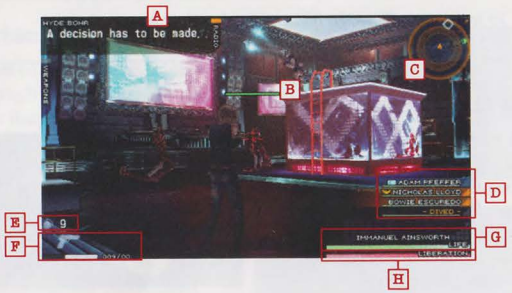
> ⚠ *Several save datas can be held in one Memory Stick. Be sure to save often.*

Saving During a Briefing

Press the ⊗ button in front of the monitor in the Overdive room and select Save Data from the main menu to save the game.

Missions

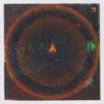
During a mission, the screen will show the items listed below.



A.—Radio Message

B.—Enemy Life Gauge
Life gauge of the targeted enemy

C.—Navigator
This shows Aya's surroundings, and turns orange when enemies are in the vicinity. ▲ is Aya, ● are enemies, ○ are possible Overdive targets, and ▲ is the direction of your next objective.



D.—Other Soldiers
Names and LIFE (life gauge) of nearby soldiers

- Current Overdive target
- Elite soldier
- Carries new weapon
- Civilian (non-combatant)

E.—Number of Hand Grenades

F.—Equipped Weapon
The numbers indicate current ammo/max ammo.

G.—Current Overdive Target p.20
Name and LIFE (life gauge) of current Overdive target

H.—Liberation Gauge p. 20
Attacking enemies fills the gauge. Liberation can be unleashed once the gauge is full.

Mission Flow

A mission begins with Aya Overdiving into a soldier on the battlefield. Follow the CTI's instructions while killing Twisted along the way. ▲ on the navigator points toward your destination.

Game Over

When the LIFE of the current Overdive target is completely drained, it is Game Over. There will be three selections to choose from (listed below).

Retry	Start over from the last checkpoint
Ascent	Return to briefing
Load Game	Load save data

Results

The results screen will appear once a mission is complete. Select Next to continue the game, or Save to save progress.

CLEAR TIME	Time it took to complete the mission
YOUR DEATHS	Game Over count
SOLDIERS' DEATHS	Number of soldiers killed
DIFFICULTY	Currently selected difficulty level
SPECIAL BONUS	Bonus received based on gameplay
RANK	Completion rank
BP	Acquired Bounty Points (BP)

BP can be obtained by completing missions and killing Twisted. It can be used to acquire/customize weapons (p. 28) and repair Protective Gear (p. 24).

Taking Damage and Healing

An enemy attack or getting caught in a blastwave will cause your LIFE to decrease. When Aya's LIFE is completely drained, it is Game Over (p. 15). Aya's LIFE slowly regenerates while walking around or being idle without targeting an enemy.

> ⚠ *Avoid Game Over by Overdiving into a nearby target once Aya's LIFE is completely drained, but before her movements completely stop.*

Damaged Gear

As you take damage, Aya's protective gear (clothing) will become worn, causing her defense to decrease. Aya's gear can be restored from the Protective Gear screen, accessible from the main menu.

Ladders / Jumping Down

⊗ appears when approaching a ladder. Press the button to climb up and down ladders. ⊗ also appears at the edge of buildings and landscapes. Press the button to jump down.

Barricades

Hiding behind barricades will reduce the amount of damage taken. Press the ◎ button while hiding behind a barricade to throw a hand grenade. Use the L button to stand up and aim your weapon. Slide the analog stick toward the direction of the barricade and press the ⊗ button to jump over it.

Items

Touch the green light to obtain hand grenades or ammo.

Laptop

At a safe zone, approach the laptop and press the ⊗ button to view the laptop menu. This menu allows you to access several of the options available through the main menu during a briefing (p. 24).

Aya's Level and Weapon Levels

Aya gains experience (EXP) by killing enemies, and her level increases after a certain amount of EXP is gained. When Aya levels up, her maximum LIFE increases and her LIFE is fully restored. Also, Energy Shot and Overdive Kill both increase in power at certain levels. Using a weapon in battle will increase its level, allowing for the purchase of better weapons and parts. View Aya's level and weapon levels through the main menu during a briefing or through the START menu.

Shooting a weapon

Use the L button to target an enemy and press the R button to fire.

Lock on

Hold down the L button to lock the crosshairs onto the target. Use the left and right buttons to change targets, and the down button to select the enemy closest to you.

Crosshairs

[Out of range] [In range]

The crosshairs will turn red when an enemy enters the range of the weapon.

Reload

Tap the □ button to reload your currently equipped weapon. Pressing the R button when the ammo clip is empty will automatically reload the weapon.

⚠ *Weapons cannot be reloaded without sufficient ammo.*

Hand Grenades

Hand grenades can be thrown using the ○ button. Hold down the L button and press the ○ button to throw a grenade at the targeted enemy.

⚠ *Be sure to throw grenades far from you or you will be caught in the blast.*

Changing Weapons

Hold down the □ button and use the →, ↓, ← or ↑ directional buttons to change weapons. ↑ is assigned to the handgun, and ↓ is assigned to the weapon equipped by the Overdive target. The weapons assigned to ← and → can be changed during a briefing (p. 28).

Scope Mode

Press the L button with the sniper rifle equipped to enter scope mode. Once in scope mode, the sight and crosshairs will appear on screen. Use the analog stick to aim and the R button to fire.

⚠ *Use the □ button to zoom in during scope mode.*

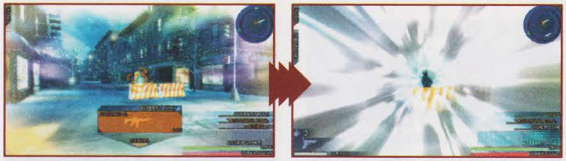
⚠ *The scope view will show enemies' sweet spots as a wound or reddish glow. Aim for these points to deal massive damage.*

Aim Mode

Press the L button while equipped with certain weapons to enter aim mode. Use the analog stick to aim and the R button to fire.

Overdive

During an Overdive, one's conscious is sent into the body of another and allows the diver to use that body as if it were their own. Diving into a target puts you in their location, and you take on their current LIFE. Tap the △ button during battle to Overdive into someone within range. To select your Overdive target, hold down the △ button and use the left and right buttons to toggle between targets. Release the △ button when you've chosen your target. While holding down the △ button, press the down button to cancel the Overdive.



During an Overdive, press the □ button and down button to equip the Overdive target's weapon.

Liberation

During Liberation, your movement speed increases and you will be able to evade all enemy attacks, making you invincible for a period of time. Attacking enemies fills the Liberation gauge. When the gauge is full, press the ○ and △ buttons to unleash Liberation.

During Liberation, unleashed attacks are called Energy Shots.

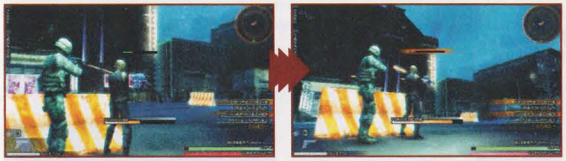
Overdive Kill

Overdive Kill is when you jump into an enemy that has been stunned or caught off-guard, causing it to implode from within. A triangular icon will appear around the enemy when Overdive Kill is ready to be unleashed. Press the L button to lock onto an enemy and press the △ button to unleash the attack.

Stun an enemy by attacking repeatedly. An enemy cannot be stunned if attacks stop for a certain length of time.

Crossfire

Crossfire is when all nearby soldiers focus their attacks on the same target. When Crossfire is possible, use the L button to lock onto the target and make the Crossfire gauge appear. Hold down the L button, and once the gauge is full, press the R button to enter Crossfire.



Only soldiers behind barricades in the range of the target can take part in Crossfire.

START Menu

Press the START button during a mission to open the START menu. The top right corner of the menu shows Aya's current level and gained EXP, as well as EXP needed to level up.

Map View

Select this option to open the map. Scroll through the map using the analog stick. Aya's location on the map is shown using ▲.

The map can also be viewed by pressing the △ button at the START menu screen.

Status

Check OE status and weapon levels, as well as your currently equipped weapons. OE is explained on p. 26, weapon levels on p. 17, and weapon categories and status on p. 29.

Mission Log

Confirm mission instructions.

Feats

Review mission achievements.

Config (p. 11)

Confirm/change game settings.

Cheat Codes

Confirm cheat code settings. Cheat codes become available after fulfilling certain conditions. The ON/OFF settings can be changed through the START menu during a briefing (p. 25).

Retry

Restart the mission from the previous checkpoint.

Ascent

Abort the mission and return to the briefing.

Return to Title Screen

Stop gameplay and return to the title screen.

CTI

Walk around the CTI building to prepare for your next mission. More areas will become available as the story progresses.

Overdive Room

This is the room where Overdive takes place. The central monitor accesses the main menu, and the left-hand monitor accesses case files. The menus contain the options listed below.

Main Menu

Proceed to or prepare for the next mission.

Option	Description
Start Mission	Begin next mission
Over Energy Settings (p. 26)	Confirm/change OE settings
Weapon Bank (p. 28)	Acquire/customize weapons
Protective Gear	Change gear
Case Training	Train by replaying past missions
Load Data	Load save data
Save Data	Save progress

Case Files

View documents pertaining to the story.

Option	Description
Timeline	Review records of past cases
CTI Members	Review data on CTI personnel
The Twisted	Investigative reports regarding the Twisted
The Babels	Investigative reports regarding the Babels
Key Persons	Background of key persons
Notes	CTI data bank
Mail	Email logs
Video Log	View past events (cutscenes)
Music Files	Listen to the game's music

Video Log and Music Files become available by fulfilling certain conditions.

Weapons Locker (p. 28)

Weapons are stored in this room. Approach the firearms counter to acquire/customize weapons. Practice rounds can be fired in the Battle Simulator.

Locker Room

This is the locker room for CTI personnel. Aya can change her gear; different gear has different defensive skills.

Gear can be unlocked by fulfilling certain conditions.

START Menu

Press the START button during a briefing to open the START menu.

- **STATUS**

Check OE status and weapon levels, as well as the level of your currently equipped weapon. OE is explained on p. 26, weapon levels on p. 17, and weapon categories and status on p. 29.

- **CONFIG (p. 11)**

Confirm/change game settings.

- **CHEAT CODES**

Confirm cheat code settings. Cheat codes become available after fulfilling certain conditions. The ON/OFF settings can be changed through the START menu during a briefing.

- **RETURN TO TITLE SCREEN**

Abort the game and return to the title screen.

OE

OE is short for Over Energy, Aya's abilities that can be acquired by manipulating her DNA. Obtain OE chips and place them on the DNA board to trigger OE abilities.

OE Chips

OE chips are unique chips containing genetic information. They can sometimes be obtained through Overdive or by using Overdive Kill.

Basic OE chips are listed below, but there are many more.

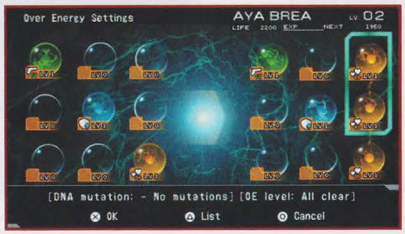
OE Chip	Description
Energy Shot	Increases shot power during Liberation
Regeneration	LIFE gradually recovers during Liberation
Energy Defense	Gives a constant boost to defense
Barrier	Chance of becoming invincible after taking damage
Boost Fire	Crossfires become more powerful
Cross Healing	Crossfire participants may have their LIFE recovered

Over Energy Settings Menu

The Over Energy Settings menu consists of the options listed below.

Over Energy Install

Select an OE chip with the ⊗ button and place it on the board. OE chips may be removed from the list by pressing the □ button. Placing an OE chip over a currently installed chip will generate random OE abilities. To get a different result, press the □ button. To save the current result, press the ⊗ button.



OE effects can be improved by piling up OE chips to increase your OE level, or place matching OE chips next to each other to link them.

Over Energy List

View the OE chips set on the DNA board.

Equip

Select DNA board to equip. DNA boards can be unlocked by fulfilling certain conditions.

Format

Reset the DNA board to its default setting. All OE chips on the board will be discarded.

Weapon Bank

Weapons can be acquired/customized at the counter in the back of the weapons locker or by selecting Weapon Bank from the main menu. BP is required to acquire/customize weapons (p. 15). Select the slot in which to change/acquire a new weapon, and proceed using the menu options listed below.

Change and Buy Weapons

Change currently equipped weapon or acquire a new weapon. The top slot is assigned to the handgun, and that cannot be changed.

> ⚠ *Some weapons cannot be acquired until a certain weapon level is reached.*

> ⚠ *Increase acquirable weapons by completing missions or diving into a soldier with a new weapon.*

> ⚠ *Soldiers carrying a new weapon will have* 🔫 *next to their names in the mission screen (p. 14).*

Customize

Most weapons can be customized. Select a weapon from the Weapon Bank and choose Customize. Next, select the item to customize by using the up and down buttons. Use the left and right buttons to select the customization option and press the ⊗ button. The status of the weapon can be confirmed at the top of the screen after customization.

Weapon Status

Weapons have five statuses as listed below.

Status	Description
W-POW	Power of weapon
B-POW	Power of ammo
B-IMPACT	Ability to stun the enemy
HANDLING	Handling of weapon
RANGE	Range of weapon

Weapon Types

Type	Description
HANDGUN	A small, short-range pistol
ASSAULT RIFLE	A short- to mid-range weapon that can shoot consecutively
SHOTGUN	A short-range weapon that shoots multiple bullets at once
SNIPER RIFLE	A powerful, long-range rifle
LAUNCHER	A long-range weapon that launches grenades
SPECIAL	Specialized weapons

Overdive Strategies

Use Overdive strategically during battle to gain an advantage. Dive into a soldier near an enemy to put yourself in close range and to increase your chances of defeating it. Before your current Overdive target's LIFE is completely drained, dive into another target to avoid Game Over.

Choosing Weapons for Each Situation

Different weapons have different stats, such as power, ammo, and range. Select a weapon depending on the situation. Using weapons of the same category will increase its weapon level and allow more types of customization. When you find a weapon that suits you, use it often to get the most out of it.

Overdive to Escape from Reapers

If you receive orders to "Escape the Reaper," run away immediately. The Reapers cannot be beaten without specific weapons. When trapped behind the red wall, Overdive into a soldier on the other side and run away.

Rescue Soldiers on the Verge of Death

If you see a soldier on the verge of death, Overdive into them. Run to a safe spot or hide behind a barricade to regain LIFE. A dead soldier means less people attacking the enemy, as well as less people you can Overdive into.

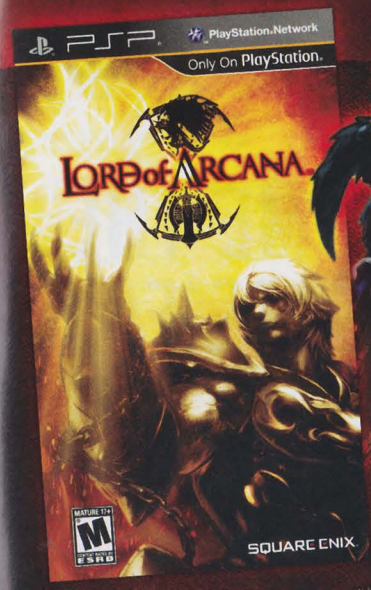
Use Tactics when Fighting Bosses

Bosses that appear in missions have to be defeated in a certain way. Listen to the transmissions from the CTI to figure out how to defeat them.

Try Various Difficulty Levels

Once you complete the game, you can play a new game maintaining Aya's current level. Try playing various difficulty levels for a new challenge.

Brutal Action RPG



AVAILABLE NOW

MATURE 17+ ™
M
Blood and Gore
Violence
ESRB CONTENT RATING www.esrb.org

lordofarcana.com

PSP PlayStation Portable

SQUARE ENIX

LORD OF ARCANA © 2010, 2011 SQUARE ENIX CO., LTD. All Rights Reserved. LORD OF ARCANA is a registered trademark or trademark of Square Enix Co., Ltd. SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Holdings Co., Ltd. "PlayStation", the "PS" Family logo and "PSP" are registered trademarks of Sony Computer Entertainment Inc. The PlayStation Network logo is a trademark of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required. Memory Stick Duo is a trademark of Sony Corporation. The ratings icon is a trademark of the Entertainment Software Association.

SQUARE ENIX MEMBERS

BECOME THE ULTIMATE FAN!

GET REWARDED:
Register your copy of eligible Square Enix games to earn Points and receive special members-only gifts.

EXPRESS YOURSELF:
Create your own 3D avatar and express yourself through your personal pages.

GET CONNECTED:
Meet other fans and share your interests in Groups and communities.

BE THE FIRST TO KNOW:
Get instant access to the latest news, exclusive interviews, and more. You can even ask questions to the development team.

TEST YOUR SKILLS:
Play minigames and compete with other members.

...AND IT'S FREE TO JOIN!

http://member.square-enix.com/na

© 2011 Square Enix, Inc. All rights reserved. SQUARE ENIX and the SQUARE ENIX logo are registered trademarks of Square Enix Co., Ltd.

Warranty

LIMITED WARRANTY

You are aware and agree that use of the Game Software and the media on which it is recorded is at your sole risk. Square Enix warrants to the original consumer purchaser of the Game Software that the recording medium on which the Game Software is recorded shall be free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase (the "Limited Warranty"). If a defect covered by the Limited Warranty occurs during this ninety (90) day period, the defective Game Software shall be replaced by the retailer from which you purchased the Game Software, free of charge. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Square Enix at (310) 846-0345.

THE FOREGOING IS YOUR SOLE AND EXCLUSIVE REMEDY FOR THE EXPRESS LIMITED WARRANTY SET FORTH IN THIS SECTION.

This Limited Warranty does not apply if the defects have been caused by your negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or manufacturing workmanship, and Square Enix and its licensors shall not be held liable for any damage, injury or loss if caused as a result of any of these reasons. The Limited Warranty does not apply to used Game Software or to Game Software acquired through private transactions between individuals or purchased from online auction sites, which transactions and purchases are not authorized by Square Enix.

The provisions of this Limited Warranty are valid in the United States and Canada only.

OTHER THAN EXPRESSLY SET FORTH IN THIS DOCUMENT, THE GAME SOFTWARE IS PROVIDED "AS IS," WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED WARRANTIES OF CONDITION, UNINTERRUPTED USE, MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. NO ORAL OR WRITTEN ADVICE OR INFORMATION GIVEN BY SQUARE ENIX OR ANY OF ITS AUTHORIZED REPRESENTATIVES SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS LIMITED WARRANTY.

Some states and jurisdictions do not allow the exclusion of, or limitations on, limited or implied warranties, and in such states and jurisdictions, Square Enix's and its licensors' liability shall be limited in duration and effect to the maximum extent permitted by law. You may have other rights that vary from state-to-state or from jurisdiction-to-jurisdiction.

LIMITATIONS ON DAMAGES

IN NO EVENT SHALL SQUARE ENIX OR ITS LICENSORS BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE GAME SOFTWARE, INCLUDING WITHOUT LIMITATION ANY LOSSES OR DAMAGES CONNECTED WITH OR CONSISTING OF LOST PROFITS, DAMAGE TO PROPERTY, LOST OR CORRUPTED DATA OR FILES, LOSS OF GOODWILL, CONSOLE, COMPUTER OR HANDHELD DEVICE FAILURE, ERRORS AND LOST BUSINESS OR OTHER INFORMATION AS A RESULT OF POSSESSION, USE OR MALFUNCTION OF THE GAME SOFTWARE, OR PERSONAL INJURIES, EVEN IF SQUARE ENIX HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSS OR DAMAGES. FURTHERMORE, IN NO EVENT SHALL SQUARE ENIX OR ITS LICENSORS BE LIABLE FOR SPECIAL, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES OR ANY OTHER TERMS OF THIS AGREEMENT. SQUARE ENIX'S TOTAL LIABILITY IN ALL CASES SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE GAME SOFTWARE. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE.

CUSTOMER SUPPORT

If you have warranty questions, or require technical or customer support, please visit:

http://support.na.square-enix.com

There you will be able to contact a representative live through our chat support system, view our hours of operation and review additional support details. You can also contact Customer Support at 310-846-0345. Please note that toll charges do apply when contacting us through phone support. For toll free service, please contact us through chat support or email.

The communications function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. for a complete list of contributers please see *http://www.scei.co.jp/psp-license/pspnet.txt*

"PlayStation", "PS" Family logo, "PSP", and "UMD" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo and Memory Stick PRO Duo are trademarks of Sony Corporation.

For information and services by Square Enix, Inc., go to www.square-enix.com/na

NOTICE: The Product, this manual, and all other accompanying documentation, written or electronic, are protected by United States copyright law, trademark law and international treaties. Unauthorized reproduction is subject to civil and criminal penalties. All rights reserved.

SQUARE ENIX.

999 N. Sepulveda Blvd., 3rd Floor
El Segundo, CA, 90245.

© 2010, 2011 SQUARE ENIX CO., LTD. All Rights Reserved. CHARACTER DESIGN: TETSUYA NOMURA
THE 3RD BIRTHDAY is a registered trademark or trademark of Square Enix Co., Ltd.
SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Holdings Co., Ltd.

[The 3rd Birthday™]

Our Survival Rests on a Lone Soul

Hideous creatures known only as *the Twisted* descend on Manhattan. As the world rests on the brink of destruction, Aya Brea appears as humanity's last hope. Using an experimental technology called *Overdrive*, she must travel to the past to save the present.

Notre survie dépend d'une seule âme

D'hideuses créatures appelées les *Twisted* ont envahi Manhattan. Alors que l'univers est sur le point d'être détruit, Aya Brea représente le dernier espoir de l'humanité. À l'aide d'une technologie expérimentale surnommée *Overdrive*, elle doit voyager dans le passé pour sauver le présent.

- Fight the Twisted in real-time, over-the-shoulder combat
- Combattez contre les Twisted en temps réel dans des combats par-dessus l'épaule
- Using Overdrive, instantly take the position of any ally on the battlefield
- À l'aide de la technologie Overdrive, prenez instantanément la position de n'importe quel allié sur le champ de bataille
- Upgrade Aya's unique powers and customize a wide range of weaponry
- Optimisez les pouvoirs uniques d'Aya et personnalisez une vaste gamme d'armes

UMD® UNIVERSAL MEDIA DISC

Player Joueur 1

Memory Size 384 KB 384 Ko

SQUARE ENIX®
www.square-enix.com
Published by Square Enix, Inc.
Publié par Square Enix, Inc.

SQUARE ENIX, INC. 999 N. SEPULVEDA BLVD., 3RD FLOOR EL SEGUNDO, CA 90245

© 2010, 2011 SQUARE ENIX CO., LTD. All Rights Reserved. CHARACTER DESIGN: TETSUYA NOMURA
THE 3RD BIRTHDAY is a registered trademark or trademark of Square Enix Co., Ltd. SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Holdings Co., Ltd.

Licensed for distribution in North America on the PSP® (PlayStation®Portable) system. See inside for details. "PlayStation", "PS" Family logo, "PSP" and "UMD" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required. Memory Stick Duo is a trademark of Sony Corporation. The ESRB rating icons are registered trademarks of the Entertainment Software Association. Manufactured and printed in the U.S.A. U.S. AND FOREIGN PATENTS PENDING. Sous licence pour distribution en Amérique du Nord sur le système PSP® (PlayStation®Portable). Voir à l'intérieur pour plus de détails. Un support Memory Stick Duo™ peut être nécessaire. Fabriqué et imprimé aux É.-U.

WARNING: IF YOU HAVE A HISTORY OF EPILEPSY OR SEIZURES, CONSULT A DOCTOR BEFORE USE. CERTAIN PATTERNS MAY TRIGGER SEIZURES WITH NO PRIOR HISTORY. BEFORE USING AND FOR MORE DETAILS SEE INSTRUCTIONS FOR THE PRODUCT.

AVERTISSEMENT : SI VOUS SOUFFREZ D'ÉPILEPSIE OU AVEZ DÉJÀ EU DES CRISES, CONSULTEZ UN MÉDECIN AVANT D'UTILISER LE JEU. CERTAINS MOTIFS PEUVENT DÉCLENCHER DES CRISES CHEZ DES PERSONNES QUI N'ONT AUCUN ANTÉCÉDENT. AVANT D'UTILISER LE JEU ET POUR PLUS DE DÉTAILS, REPORTEZ-VOUS AU MANUEL D'INSTRUCTIONS DE CE PRODUIT.

MATURE 17+ JEUNES ADULTES 17+™

M

Blood/Sang
Partial Nudity/Nudité partielle
Strong Language
/Langage ordurier
Violence/Violence

ESRB CONTENT RATING
CLASSIFIÉ PAR L'ESRB
www.esrb.org

6 62248 91035 2

PSP®

[The 3rd Birthday™]

ULUS 10567F

UMD® UNIVERSAL MEDIA DISC

PSP®

Only On
Seulement sur PlayStation®

[The 3rd Birthday™]

MATURE 17+
JEUNES ADULTES 17+
M
CONTENT RATED BY
CONTENU ÉVALUÉ PAR
ESRB

SQUARE ENIX®